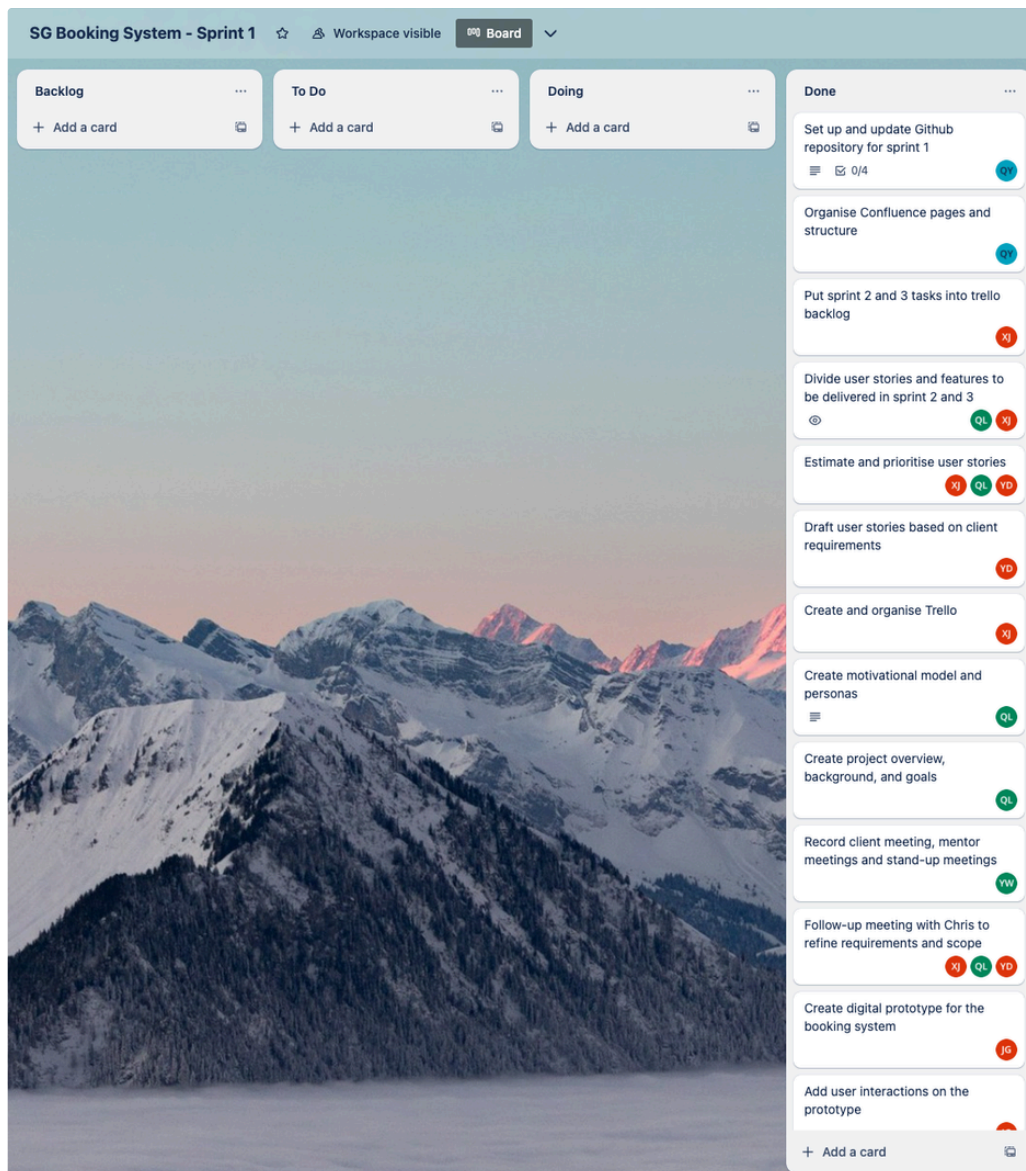


## Sprint 1 Tasks

The following table summarises our plan and tasks for sprint 1.

| No. | Category                 | Task                        | Details                                                                                                                                                                                                                             |
|-----|--------------------------|-----------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1   | Client Communication     | Kick-off meeting            | <ul style="list-style-type: none"><li>• Conduct an initial meeting with the clients to kickstart the project</li></ul>                                                                                                              |
| 2   | Requirements Engineering | Requirements elicitation    | <ul style="list-style-type: none"><li>• Gather requirements from clients through discussions, meetings, and emails</li></ul>                                                                                                        |
| 3   | Requirements Engineering | Motivational modelling      | <ul style="list-style-type: none"><li>• Do-be-feel list</li><li>• Motivational model</li><li>• Personas</li></ul>                                                                                                                   |
| 4   | Requirements Engineering | Requirement analysis        | <ul style="list-style-type: none"><li>• Discussion on refining requirements, draft prototype, tech stack etc.</li></ul>                                                                                                             |
| 5   | Requirements Engineering | User stories                | <ul style="list-style-type: none"><li>• Write user stories based on the elicited requirements</li><li>• Estimate size of user stories</li><li>• Prioritise user stories based on their importance and client requirements</li></ul> |
| 6   | Design                   | Digital prototyping         | <ul style="list-style-type: none"><li>• Develop initial digital prototypes of the booking management system</li><li>• Share prototypes with stakeholders for feedbacks</li></ul>                                                    |
| 7   | Design                   | Planning for sprint 2 and 3 | <ul style="list-style-type: none"><li>• Plan for the development sprints</li><li>• What features to be delivered</li></ul>                                                                                                          |
| 8   | Design/ Development      | Environment setup           | <ul style="list-style-type: none"><li>• Confluence</li><li>• Slack</li><li>• Trello</li><li>• Github</li></ul>                                                                                                                      |

Trello board for sprint 1:



Link below:

[SG Booking System - Sprint 1](#)